



**CHERRYHILL**

**XL SPORTS - CHERRY HILL  
INDOOR SOCCER**

**RULES AND REGULATIONS 22/23**

## **1. REGISTRATION RULES**

**1.1** All Players must have an active membership to play in any of our leagues.

**1.2** To register a team for a season, a non-refundable deposit of \$150.00 is required no later than 5 days before the start of the first game.

**1.3** Team deposits guarantee game time preference, and is based on a first come, first serve basis. Teams that fail to supply their deposit or do so late, will not be guaranteed times.

**1.4** If, at any time, a team chooses to drop out from a league all monies will be forfeited and remaining full balance will need to be paid. If XL Sports World opts to dropping a team, no monies will be refunded, and every effort will be made to replace the dropped team.

**1.5** Deposits are taken off the overall team fee for adult leagues.

**1.6** Teams are given 4 weeks to make team payments. XL Sports is committed to making it affordable for players and teams to play, which is why we do not charge up front.

**1.7** Failure to pay team balance by week 4 will result in removal from the league and no money will be refunded.

**1.8** Individual 'FREE AGENT' fees are \$72.00 and is required up front. XL Sports will then create a team of 'Free Agents' or contact other teams in the league to place you in a team.

**1.9** XL Sports reserves the right to ID players at their discretion. This is to ensure that players are eligible to play in each Age categories league.

## **2. TEAM INFORMATION**

**2.1** Rosters are due the first day of league play in the division that your team is registered in.

**2.2** **ALL PLAYERS MUST BE REGISTERED TO PLAY.** Players are required to be registered via Dash system at XL Sports - available via the website, over the phone or in person.

**2.3** XL Sports World's partner - Dash, is the family portal required to access your registration. From here you can contact coaches, get access to schedules, pay invoices, get game notifications, and register for future programs and leagues.

**2.4** Teams are given until week 4 of the season to confirm rosters. Weeks 5 - 8, players cannot be added.

**2.5** Minimum 7 players, maximum of 16 players. (14 for the 'Free Agents' team)

**2.6** Once a player has been deleted from a roster, the player is ineligible to compete in that league for the remainder of the session.

**2.7** A team found to be using an illegal or unregistered player or players must be dropped from the roster before the start of the next game. The team will also forfeit that result.

**2.8** Your team will not be allowed to forfeit future games due to illegal players and the team must continue to play out the session.

**2.9** Field managers will be provided, and players are required to check in. There are no exceptions.

**2.10** Over 35's can have 2 players aged 30 – 35 rostered

**2.11** Coed 'Free Agent' teams are subject to sign ups: meaning if they have less than 2 girls signed up then the other team may mirror them on the field. XL Sports World has no control over free agents sign ups.

## **3. LEAGUE RULES**

**3.1** The 8-week season is broken down by 6 regular season games and 2 weeks of playoffs. (Some leagues vary on the 8-week set up, will still receive a full season of games)

**3.2** Play is GK and 6 Outfield players. (7 v 7) on a full field. All players must be 18 years or older. Players 16-17 are eligible with a parent player waiver.

**3.3** All league suspensions (if any) carry over from the past session.

**3.4** For youth division, XL Sports World will adhere to the USYSA age guidelines.

**3.5** Coaches are solely responsible for ensuring that all players fulfill the age eligibility requirements for their team.

**3.6** In the event that a player is deemed ineligible, no refund or credit will be issued.

**3.7** In the event a team is found using ineligible players intentionally, XL Sports World reserves the right to take suspension action against the team and the players involved.

**3.8 New players and guest players must check in with the front desk before playing. Dash profile must be made, and waiver must be signed before taking the field.**

#### **4. UNIFORMS**

**4.1** All players must wear shirts of the same color and the goalkeeper must wear a color that will distinguish him/her from the field players on both teams.

**4.2** No uniform shirts, shorts, shoes, or socks will be allowed displaying any foul language.

**4.3** All jewelry will be removed or covered with tape for the safety of all players. Earrings and neck chains must be removed if they are not removed, players assume all liability for injury caused by these articles.

**4.4** If leg or arm braces must be worn, all metal areas must be covered with a bandage or rubber covering.

**4.5** The use of eyewear is subject to the referee's judgment.

**4.6** The only shoes that will be permitted on the field will be either smooth soled sneakers or indoor soccer shoes.

**4.7 NO MOLDED CLEATS OR SCREW-IN STUDS, INCLUDING FOOTBALL ATHLETIC SHOES!!! Players will be removed from the game and will not be allowed by onto the field of play until footwear is changed.**

#### **5. BENCH AREAS**

**5.1** Only team players and **TWO** coaches will be allowed in the bench area.

**5.2** All teams aged 18 and below **must have an adult present on the bench during games.**

**5.3** Absolutely no food or drinks will be allowed in the bench area, excluding water.

**5.4** Absolutely no smoking or alcoholic beverages are allowed in the building.

**5.5** Absolutely no outside food or beverages of any type are allowed in the building.

#### **6. BAD WEATHER**

**6.1** XL Sports World will be open and league play will be held unless it is impossible for our staff to make it into the building.

**6.2** Any games that are rescheduled due to the weather will be at the discretion of the management. No refunds will be issued.

**6.3** XL Sports World reserves the right to reschedule these games on days that teams may not have registered for.

#### **7. GAME DURATIONS**

**7.1** All games will consist of two 20-minute halves for youth teams | 22 or 25 minutes for Adults

**7.2** The clock will run continuously except in the case of serious injury or when the referee deems it necessary to stop the clock.

**7.3** Teams will have a 1-minute warm-up on the field prior to the start of the game.

**7.4** Referee will start the game at scheduled time or immediately after should there be a delay from the previous game.

**7.5** At half time, referee will add two minutes on the clock.

**7.6** Game times are strictly enforced. If any team arrives late, or has any payment or registration issues, this will not affect the game clock.

**7.7** Teams are required to have 5 players to be able to kick off. If a team does not have 5 players by minute 5 of kick off, the game is abandoned.

## **8. SUBSTITUTIONS**

**8.1** All substitutions will be made from the sidelines.

**8.2** Substitutions can be made “on the fly” during play, including goalie.

**8.3** When substituting “on the fly”, a player can come on as the substituted player, but cannot be involved in the play until the exiting player has been removed.

**8.4** A one-minute penalty will be assessed if too many players end up on the field involved in the play.

## **9. RESTARTS**

**9.1** All restarts are direct free kicks.

**9.2** In the event that the referee stops the game for an official time out, the team with possession will restart the game with the ball.

**9.3** If no clear possession can be determined. A drop ball will commence play.

**9.4** Possession will be determined by who had possession at the time of stop or by who played the ball last and whom it was going.

**9.5** If play is stopped due to an injury, the injured player must leave the field of play before play can resume.

**9.6** If the ball goes over the touchline, a throw-in will result. If it goes over the goal line, a corner kick or goal kick will resume play.

**9.7** **Slide tackling is prohibited in all leagues.** Goalkeeper may slide in goalie box; outside of box is a penalty. Goalkeepers cannot slide feet first.

**9.8** **Slide tackling, when involving another player will result in an automatic 2-minute penalty, and the offender’s team will play a man down.**

## **10. REFEREES**

**10.1** We ask that you keep in mind that referees are on the field to officiate the game by using a set of prescribed rules set out by XL Sports World management. They are only human, and a natural part of the game includes missed calls!

**10.2** Their interpretation of the rules at times may differ from yours. The referees are instructed to officiate in the best interests of both the teams and the facility, whereas your interests may be solely concerned with your team.

**10.3** XL Sports World will not remove a referee or alter his/her administration of the game. Referee assessment forms are available for coach's evaluations of the referees, and the management team is continuously evaluating the referees. All referee decisions are FINAL!

**10.4** Referees are not employees of XL Sports World Cherry Hill, they are assigned by an official outsourced assignor.

**10.5** When a ball strikes the Ceiling, fans, or light fixture, it is considered a dead ball.

**10.6** A free direct kick will be awarded to the other team at the spot from which the ball was kicked from (not where it hit the ceiling or lights).

#### **FIFA RULES APPLY**

**10.7** XL Sports World Cherry Hill offers the "outdoor soccer" experience, indoors. Minor modifications have been made by XL Sports World to ensure the safety of the players and the facility.

**10.8** THERE WILL BE NO OFFSIDES

**10.9** All free kicks are direct.

**10.10** If a flagrant foul is committed by a defending player in his/her penalty box or an intentional handling of the ball occurs by a defending player in his/her penalty box, a penalty kick will be awarded from the top of the box. If the team scores, the player comes out of the penalty box and the opponent will not have to play a man down.

**10.11** 4 Opponents must back away 5 yards from all free kicks.

**10.12** When beginning the game, the second half, or after a goal, the ball must be played backward.

**10.13** Goalies are not allowed to punt or drop-kick the ball. All throwing distributions by the goalie and all goal kicks, when taken must touch the grass or any player on their side of half field. If not, the opposing team will be awarded a direct kick from half field.

**10.14** Goalkeepers have five seconds to release the ball within the penalty area.

**10.15** A player may only play on one team in the same division. Unless given permission from XL Sports World management.

#### **11. COACHES**

**11.1** Players have the right for coaches to behave in a responsible adult manner and to help the players advance their knowledge and abilities in the game of soccer. The management will stop any game they feel is getting out of control, or which may result in an injury.

**11.2** Coaches will be given a verbal warning before the referee or manager terminates the game.

#### **12. YELLOW & RED CARDS**

**12.1** Yellow card will result in a 2-minute bench penalty. (Team can replace the carded player)

**12.2** A player or coach receiving a red card during a game may not participate in the remainder of the game and shall be **AUTOMATICALLY** suspended from league play for a minimum of 1 game. Said player or coach must also leave the Facility immediately. Management will assess the situation and determine if a further ban is warranted. They will range from several games, season, 6-month, year, or permanent. Depending on severity.

**12.3** There will be a five-minute bench penalty and play down a player during that time. The coach and the red-carded player must call the following day and speak with a manager to check if any further suspension shall apply. In any case, the responsibility for the red card is placed on the offending player or coach; therefore, no refunds will be issued.

**12.4** Please note that profanity or abusive language could be an automatic red card.

### **13. FORFEITS**

**13.1** The score 4-0 will be awarded the winning team in the event of a forfeit. If at any time during the game a team decides to forfeit the game, the winning team will receive the greater of a 4-0 score or the score at the time of forfeit.

**13.2** In the event that a game is terminated due to the misconduct of one team, the other team will record a 4-0 score or current score at termination time, whichever is greater.

**13.3** No refunds will be made.

**13.4** All forfeits due to no shows, illegal players, disciplinary action by management, non-payment of fees, or other causes will be recorded as 4-0 losses. No refunds or credits will be issued for forfeits under any circumstances.

**13.5** If your team forfeits a game, that team will lose its bond or if no bond was required the team forfeiting a game is responsible for the prompt payment of twice your referee fee (your fee and your opponent's fee)

### **14. RESCHEDULING**

**14.1** Games cannot typically be rescheduled.

**14.2** The following conflicts do not constitute legitimate excuses: coach out of town, basketball games or other sports activities, unavailable players, out of town tournaments, late games, etc.

**14.3** Game time preferences are to be offered at the beginning of registration. Teams that pay deposits first, receive preference to game time requests.

**14.4** XL Sports World will diligently work to meet your request needs. However, based on an extremely busy schedule, this is not always guaranteed.

**14.5** Game times advertised are not guarantees and can be moved before the season starts.